

```

+-----+
|   Food   |
+-----+
|- price : double
|- fat : int
|- carbs : int
|- fiber : int
+-----+
| + Food(price: double,
|   |   fat: int,
|   |   carbs: int,
|   |   fiber: int)
| + getPrice(): double
| + getFat(): int
| + getCarbs(): int
| + getFiber(): int
+-----+
|   LunchOrderTest   |
+-----+
| (no fields — only uses scanner
| and Food objects locally)
+-----+
| + main(args: String[]): void
+-----+
+-----+
|   Frame   |
+-----+
|- roll1 : int
|- roll2 : int
|- bonus : int
|- isStrike : boolean
|- isSpare : boolean
+-----+
| + Frame(roll1: int, roll2: int)
| + getRoll1(): int
| + getRoll2(): int
| + getBonus(): int
| + setBonus(b: int): void
| + isStrike(): boolean
| + isSpare(): boolean
+-----+
|   BowlingGame   |
+-----+
|- frames : Frame[10]
|- currentFrame : int
+-----+
| + BowlingGame()
| + addFrame(f: Frame): void
| + calculateScore(): int
+-----+
|   BowlingApp   |
+-----+
| (no fields — main only)
+-----+
| + main(args: String[]): void
+-----+

```